

Global Esports and Gaming Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

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Abstracts

Based on the Esports and Gaming market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

Key players in the global Esports and Gaming market covered in Chapter 5:

100 Thieves

Immortals

Rovio Entertainment

Team Liquid

Gen.G Esports

Nintendo

Tencent

Modern Times Group MTG AB

Kabam
Turner Broadcasting System
Echo Fox
Epic Games
Electronic Arts, Inc.
G2 Esports
Team SoloMid
Riot Games Inc.
Cloud9
FACEIT
Hi-Rez Studios
CJ Corporation
Gfinity, PLC
Activision Blizzard Inc.
King Digital Entertainment PLC
Alisports
Gamevil Inc.
Wargaming Public
Fnatic
GungHo Online Entertainment
Zynga Inc.
Valve Corporation
Total Entertainment Network

In Chapter 6, on the basis of types, the Esports and Gaming market from 2015 to 2025 is primarily split into:

Multiplayer Online Battle Arena (MOBA)
Player vs. Player (PvP)
First Person Shooters (FPS)
Real Time Strategy (RTS)
Salons & Spas

In Chapter 7, on the basis of applications, the Esports and Gaming market from 2015 to 2025 covers:

PC-based Esports
Consoles-based Esports
Mobile & Tablets

Geographically, the detailed analysis of consumption, revenue, market share and

growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 8-13:

North America (Covered in Chapter 9)

United States

Canada

Mexico

Europe (Covered in Chapter 10)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 11)

China

Japan

South Korea

Australia

India

South America (Covered in Chapter 12)

Brazil

Argentina

Columbia

Middle East and Africa (Covered in Chapter 13)

UAE

Egypt

South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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